

# Current Military Wargaming Use

A View from the United States Military Academy

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# Agenda

- Where we've been
- Where we are
- Where we're going
- Contact info

# Where We've Been

- Combat wargaming has been around since just after Cain slew Abel (I think)
- Mathematical analysis of combat grew considerably from the early 1900s (Lanchester)
- The marriage of operational and mathematical science flourished in World War II
- Operational and RDT&E analysis have been increasingly interwoven since then

# Where We Are

- Analysis of tactics, techniques, procedures
  - Education and Training
- Analysis of material solutions (RDT&E)
- Recruiting
- Analysis of M&S capabilities in rapidly changing,  
high-technology world
  - LZ X-Ray, Troy, D-Day

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# America's Army

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1 2 3 4 5

TWL-EU: A TOURNAMENT FOR OUR FRIENDS Date: 25 FEB 08

It has been announced that the Team Warfare League will be hosting an America's Army 4v4 tournament for European teams. Sign-ups have already begun and will be open until 28 Feb 08. Rules, sponsors, and sign up information for this tournament have been posted on the Team Warfare league site.

[Read More]

MBS MBS

SQUAD ROLES Grenadier

Grenadier is a key member of the U.S. Army fire team. Armed with an M16 and M203 grenade launcher, the grenadier can deliver explosive fire at point and area ...

[Read More]

INTELLIGENCE NETWORK STATUS

A	A	F	I
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USER STATS

Total Registered Players	9,072,968
Total Completed BT	5,015,612
New Users	2,928
New Users this Month	21,573

PREV NEXT

Learn What it Takes to be a REAL HERO

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Featured Hero: SGT Tommy Rieman

During Operation Iraqi Freedom Sergeant Tommy Rieman distinguished himself by acts of conspicuous gallantry and courage under fire ...

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CURRENT VERSION

AMERICA'S ARMY: Special Forces Overmatch Version: 2.8.3

VISIT WWW.ARMYHONOR.COM TO ACQUIRE HONOR SERVERS

THE SEVEN CORE ARMY VALUES

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ARMY STRONG

TEEN RATED BY ESRB

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AMERICA'S ARMY TRUE SOLDIERS

# America's Army

The screenshot shows the official website for America's Army: Special Forces Overmatch. The top navigation bar includes links for HOME, FORUMS, REGISTER, and YOUR ACCOUNT. Below the header, there's a banner for "THE OFFICIAL ARMY GAME" featuring the "AMERICA'S ARMY" logo. The main content area has several sections: "GAME INTEL" with a "Preview" link; "REAL HEROES" with a "The Wait is Over Now Available!" section; "DOWNLOADS"; "COMMUNITY"; "SUPPORT"; "MEDIA"; "ABOUT"; and "U.S. ARMY". A "NEWS & ARTICLES" section displays an article about a tournament, and a "FORUM HOT TOPICS" section. On the left, there's a sidebar for "TRUE SOLDIERS" with "SQUAD ROLES" (Grenadier), "NETWORK STATUS" (A A F I), and "USER STATS" showing 9,072,968 total registered players. In the center, there's a large image of a soldier with the text "Learn What it Takes to be a REAL HERO" and a "Read the Real Heroes Blog" link. At the bottom, there's a "CURRENT VERSION" section for the game, a "VISIT WWW.ARACHONOR.COM TO ACQUIRE HONOR SERVERS" link, and a "THE SEVEN CORE ARMY VALUES" section. The footer contains links for U.S. Army Strong, ESRB rating (TEEN), and legal information.

Concept developed by West Point's Office of Economic and Manpower Analysis as a recruiting analysis tool

Now more than 9 million registered players

# Historical Simulation

- Identifies capability gaps in wargames and simulations
- Allows for multiple what-if scenarios
- Provides a reasonable testbed for evolving TTPs and capabilities
- Examples:
  - LZ X-Ray, Ia Drang Valley, Vietnam
  - Troy
  - Pegasus Bridge, Normandy, D-Day



# Land Warrior at LZ X-Ray

An historical analysis of the 21st Century soldier

# Purpose of the Work

## Phase 1:

**Explore the feasibility of replicating a Vietnam-era battle in simulation, using 1960s and Land Warrior technologies**

## Phase 2:

**Given feasibility, recreate a Vietnam-era infantry battle to provide vignettes for comparing Land Warrior and non-Land Warrior equipped forces**



# TROY REVEALED

SYSTEMS ENGINEERING – BEHIND THE SCENES



Department of English

- Why
  - recreate history in simulation?
  - Troy?
- Where
  - Was Troy and what did it look like?
- Who
  - were the combatants and how many were there?
- What
  - factors need to be modeled?
- How
  - can modern combat simulations model the Trojan War?



24<sup>th</sup> International Symposium on Military Operational Research  
Bishop Waltham, Hampshire, United Kingdom  
29 August 2007

# Enhancing the Human Dimension of Synthetic Human Entities



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West Point, New York



# The Problem with People

- ◆ No two real people are exactly alike
- ◆ Every computer-generated person in combat simulations *is* exactly alike
- ◆ Militaries are using these simulations to:
  - ◆ Train soldiers
  - ◆ Assess doctrine, tactics, techniques and procedures
  - ◆ Assess weapon and other materiel scenarios

# Where We're Going

- Increased reliance on high-quality AI
  - Autonomous behaviors
  - Interactivity; High-Fidelity First-Person Shooter
- Highly customizable scenarios
  - TTPs in theater have ~ a two-week lifespan
  - Scenarios must keep pace with technology infusions
- Rapid system modeling
  - Analyst level, GUI driven

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